

Learn MS-Windows Easily and Comprehensively!

Topics Covered:

- **Windows Programs:** How they work and how to write them.
- **Windows vs. DOS:** What makes Windows different.
- **The Message Loop:** Use event-based programming.
- **Menus:** The several styles of Windows menus.
- **Dialogs:** Learn to build user interfaces quickly.
- **Controls:** Buttons, slide-bars, list-boxes, etc.
- **Icons and Cursors:** See how icons and pointers work.
- **Bitmaps:** Use the graphic power of Windows.
- **Fonts:** Change fonts and styles dynamically.
- **Device Context:** Learn how Windows treats contexts.
- **Drawing Regions:** Set up a region for drawing.
- **Graphics:** Use device independent graphics.
- **Window Styles:** Learn the different types of Windows.
- **Inheritance:** Characteristics passed from parent to child.
- **Multi Document Interface:** Edit several documents within one window.
- **Memory:** How Windows memory differs from DOS.
- **Handles:** Learn how to manage Handles.
- **Pointers:** Pointers are to be treated carefully in Windows.
- **DLL: Dynamic Link Libraries:** A library can be used by multiple applications.
- **DDE: Dynamics Data Exchange:** Let applications communicate dynamically.

System Requirements:

IBM/PC compatible computer, EGA or VGA monitor, MS-Windows 3.0 or above.

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MS-Windows
Programming
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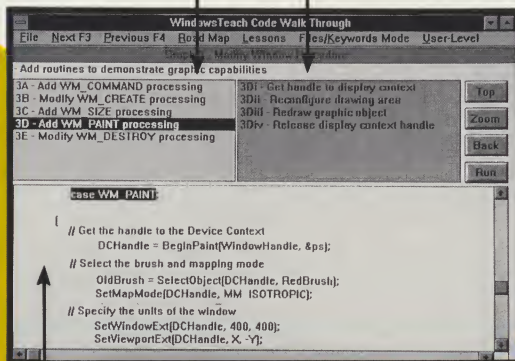
- Source code Walk-throughs,
- Hypertext Explanations,
- Graphic Tutorials,
- Free software!

DISCOVER. . .

The World within Windows
Graphically and Interactively.

The top level steps taken
within each sample program
are clearly outlined.

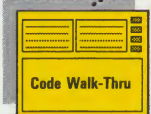
The next level detail
of each top level step
is clearly explained.



The code window shows the
relevant portions of the
source code being explained.



The Road Map lets you
select one of the 7 key
selections of the tutorial.



Graphic Explanations
of MS-Windows
Concepts



The Code Walk-through
method displays gradually
expanding views of the structure
of the programs. Zoom-in/out features
let you see the code along with top down
explanations of how the programs work.



The Files and key-words
method displays the files and
resources used in each program.
Key-word hypertext search shows how
and where concepts are used in the code.

STEP UP TO TM MS-WINDOWS TODAY!

WindowsTeach is a novel interactive tutorial
for MS-Windows programming. It teaches
you MS-Windows effectively with three
components:

- the Concepts Track,
- the Programs Track and
- the Hints and Suggestions section.

The **Concepts Track** explains the
structure of Windows with well structured
graphics and hypertext.

The **Programs Track** has 21 clearly
structured programs, each illustrating a key
feature of Windows.

The **Hints and Suggestions** section gives
you an invaluable list of do/don't items that
will save you a lot of effort!

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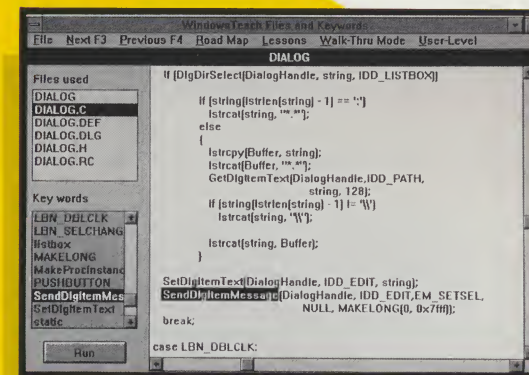
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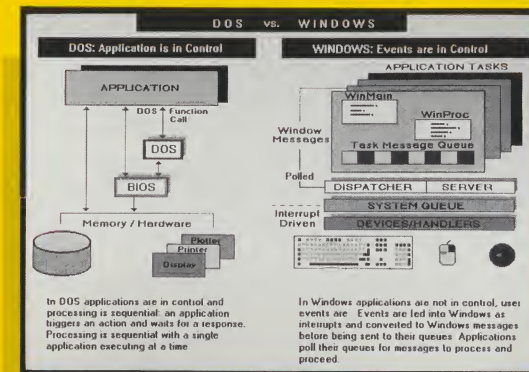
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ACT NOW. . .

and learn about the
wide range of Windows
applications, such as
event-based programming,
icons, hypermedia, device
independent graphics,
multi-document interfaces,
and more.



Program code with hypertext annotation pops up
immediately. Run each sample program and clearly
see how it works at the source level. Key program
segments for the application are separately explained.
The resource files and structures used are always
identified.



See graphic explanations of key Windows concepts.

 **IntelligenceWareTM**